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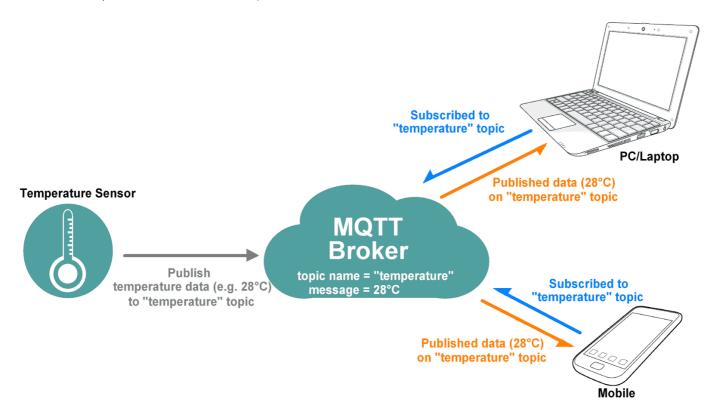
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## NodeMCU MQTT Client with Arduino IDE

#### Introduction

MQTT is lightweight publish-subscribe based messaging protocol.

- It is quicker (faster) than other request-response based APIs like HTTP.
- It is developed on the base of TCP/IP protocol.
- It allows remote location devices to connect, subscribe, publish etc. to a specific topic on the server with the help of message broker.
- MQTT Broker/Message broker is a module in between the sender and the receiver. It is an element for message validation, transformation and routing.
- The broker is responsible for distributing messages to the interested clients (subscribed clients) of their interested topic.



For example, if temperature sensor publishes the temperature data (message) on the topic "temperature" then interested clients who have subscribed to "temperature" topic get that published temperature data as shown in above figure.

MQTT is widely used in IoT (Internet of Things) embedded applications, where every sensor is connected to a server and we have access to control them over the internet. Sign In

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Node MCU is an Pole to 1905 of the Kaptor of the Node from Espressif (parajects) has Contest (1/2011 test 2020) through which IoT applications becomes easy to build.

The MQTT Client module of NodeMCU is as according to version 3.1.1 of the MQTT protocol. Make sure that your broker supports and is correctly configured for version 3.1.1. let's see the functions used for MQTT on NodeMCU.

#### **MOTT Packet Formation**

MQTT uses many packet formats that used to connect to the server and subscribe or publish to the topic on the server.

Refer below link for MQTT OASIS standard. It will help to understand MQTT packet formations.

http://docs.oasis-open.org/mqtt/mqtt/v3.1.1/os/mqtt-v3.1.1-os.html#\_Toc398718027 (http://docs.oasis-open.org/mqtt/mqtt/v3.1.1/os/mqtt-v3.1.1-os.html#\_Toc398718027)

### Example

Let's write Arduino program to configure NodeMCU as MQTT Client to

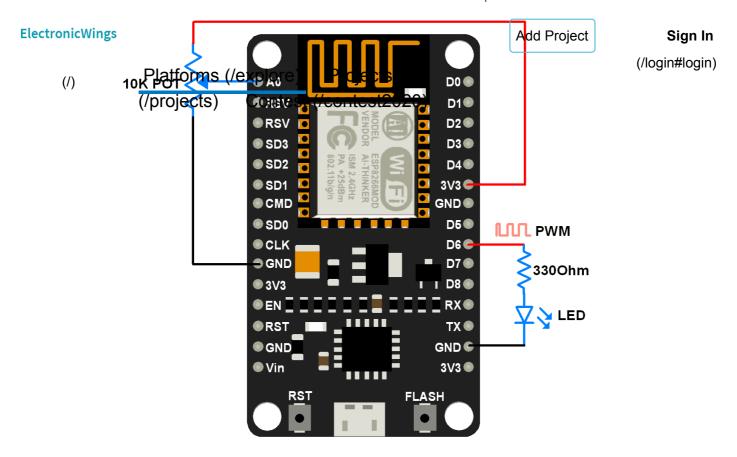
- 1. Control LED brightness from remote location and
- 2. Sending voltage across POT(Potentiometer) in digital form to remote location from Adafruit dashboard.

Here we are using Adafruit server for MQTT Client demo purpose.

In IOT platform, Adafruit IO Dashboard allow us to visualize and provides control over connected device to internet. Anyone can visualize and analyse live data from their sensor devices. To learn more and start with Adafruit IO Dashboard refer link <a href="https://learn.adafruit.com/adafruit-io-basics-">https://learn.adafruit.com/adafruit-io-basics-</a> dashboards/creating-a-dashboard (https://learn.adafruit.com/adafruit-io-basicsdashboards/creating-a-dashboard)

Just sign up and create dashboard. After successful creating of dashboard we will get AIO key which is later used to access feed data.

Once we created dashboard on Adafruit we can add various blocks that can be used to control devices as well as monitor status of devices. To see more about blocks, refer link https://learn.adafruit.com/adafruit-io-basics-dashboards/adding-blocks (https://learn.adafruit.com/adafruit-io-basics-dashboards/adding-blocks)



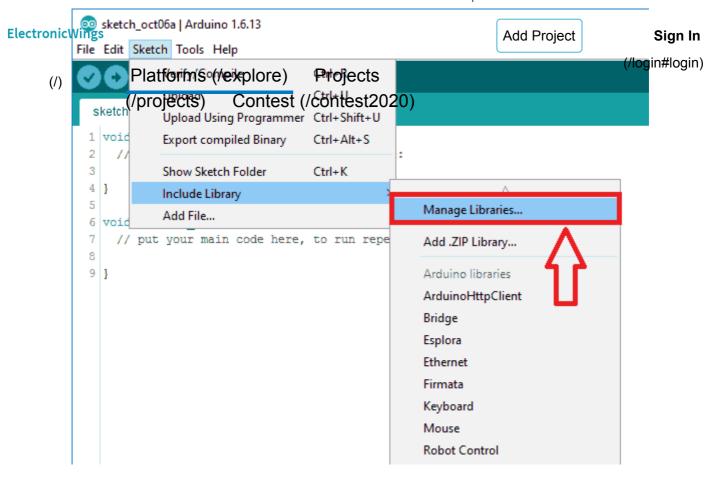
POT and LED connection to NodeMCU

## Install required libraries

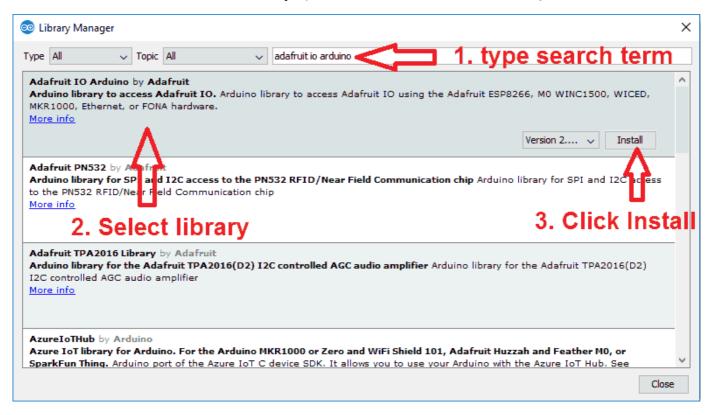
First refer <u>Getting Started with NodeMCU using Arduino IDE</u> (http://www.electronicwings.com/nodemcu/getting-started-with-nodemcu-using-arduino-ide) if you are not installed NodeMCU board packages in Arduino IDE.

Here we are using Adafruit libraries for above example. We will need to install the **Adafruit IO**, **Adafruit MQTT**, and **ArduinoHttpClient** libraries using the Arduino Library Manager.

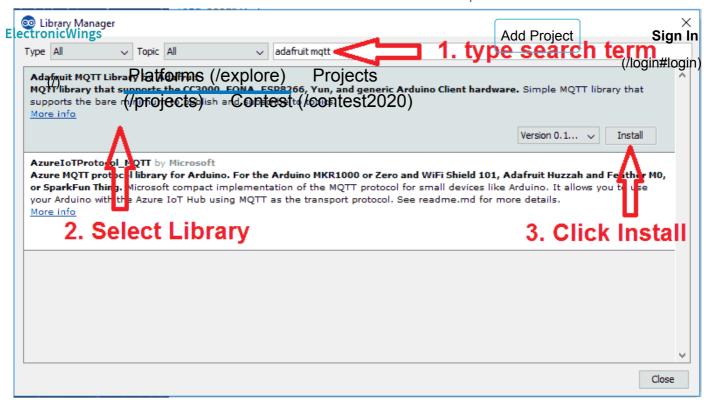
Open the Arduino IDE and navigate to Sketch -> Include Library -> Manage Libraries...



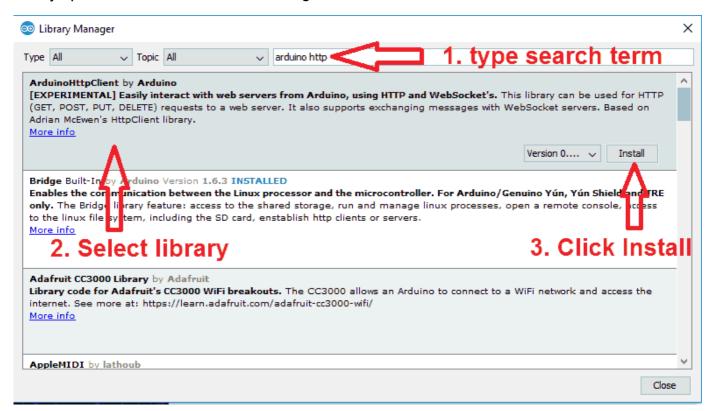
Library Manager window will pop up. Now enter **Adafruit IO Arduino** into the search box, and click Install on the **Adafruit IO Arduino library** option to install version 2.6.0 or higher.



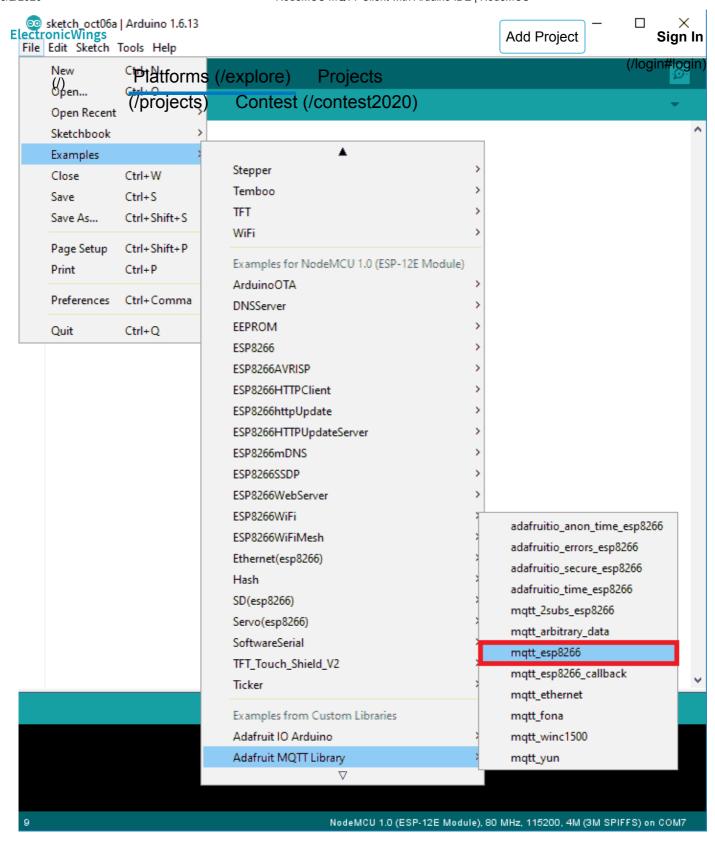
Now enter **Adafruit MQTT** into the search box, and click Install on the **Adafruit MQTT library** option to install version 0.17.0 or higher.



Now enter **Arduino Http Client** into the search box, and click Install on the **ArduinoHttpClient** library option to install version 0.3.0 or higher.



Now open example of Adafruit mqtt io dashboard. To open it navigate to File -> Examples -> Adafruit MQTT Library -> mqtt\_esp8266



Now edit the wifi and Adafruit io credentials with correct information of example as shown in below image.

```
mgtt_esp8266 | Arduino 1.6.13
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File Edit Sketch Tools Help
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  13
      products from Adafruit!
  14
  15
      Written by Tony DiCola for Adafruit Industries.
      MIT license, all text above must be included in any redistribution
  18 #include <ESP8266WiFi.h>
  19 #include "Adafruit_MQTT.h"
    #include "Adafruit MQTT Client.h"
        ****** Point ******** WiFi Access Point ************
  24
     #define WLAN SSID
                          "...vour SSID...
                                                       enter wifi details
     #define WLAN PASS
                          "...your password.
                ******** Adafruit.io Setup
     #define AIO SERVER
                          "io.adafruit.com"
    #define AIO SERVERPORT 1883
    #define AIO USERNAME
                          "...vour AIO username
    #define AIO KEY
                          "...your AIO key..."
      35
  36 // Create an ESP8266 WiFiClient class to connect to the MOTT server.
```

We have modified mgtt\_esp8266 example as per our above example as below

## Arduino Sketch for MQTT Client

```
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    Adafruit MQTT Library ESP8266 Example
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   Must use ESP8206 Arduino from (/contest2020)
    https://github.com/esp8266/Arduino
   Works great with Adafruit's Huzzah ESP board & Feather
   ----> https://www.adafruit.com/product/2471
   ----> https://www.adafruit.com/products/2821
   Adafruit invests time and resources providing this open source code,
   please support Adafruit and open-source hardware by purchasing
   products from Adafruit!
   Written by Tony DiCola for Adafruit Industries.
   MIT license, all text above must be included in any redistribution
   **********************************
   #include <ESP8266WiFi.h>
   #include "Adafruit_MQTT.h"
   #include "Adafruit_MQTT_Client.h"
   /********************* WiFi Access Point *************************/
                       "...your SSID..."
   #define WLAN_SSID
                       "...your password..."
   #define WLAN_PASS
   #define AIO_SERVER
                       "io.adafruit.com"
   #define AIO_SERVERPORT 1883
                                       // use 8883 for SSL
   #define AIO_USERNAME "...your AIO username (see https://accounts.adafruit.com)..."
   #define AIO_KEY
                     "...your AIO key..."
   /******* Global State (you don't need to change this!) **********/
  // Create an ESP8266 WiFiClient class to connect to the MQTT server.
  WiFiClient client;
  // or... use WiFiFlientSecure for SSL
  //WiFiClientSecure client;
  // Setup the MQTT client class by passing in the WiFi client and MQTT server and login details
  Adafruit_MQTT_Client mqtt(&client, AIO_SERVER, AIO_SERVERPORT, AIO_USERNAME, AIO_KE
```

```
Electronic Wings Setup a feed called 'potValue' for publishing.
                                                               Add Project
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   // Notice MQTT paths for AIO follow the form: <username>/feeds/<feedname>
                                                                               (/login#login)
                                                    _Publish(&mqtt, AIO_USERNAME "/feed
   // Setup a feed called 'ledBrightness' for subscribing to changes.
   Adafruit_MQTT_Subscribe ledBrightness = Adafruit_MQTT_Subscribe(&mqtt, AIO_USERN/
   // Bug workaround for Arduino 1.6.6, it seems to need a function declaration
   // for some reason (only affects ESP8266, likely an arduino-builder bug).
   void MQTT_connect();
   uint8_t ledPin = D6;
   uint16_t potAdcValue = 0;
   uint16_t ledBrightValue = 0;
   void setup() {
     Serial.begin(9600);
     delay(10);
     Serial.println(F("Adafruit MQTT demo"));
     // Connect to WiFi access point.
     Serial.println(); Serial.println();
     Serial.print("Connecting to ");
     Serial.println(WLAN_SSID);
     WiFi.begin(WLAN SSID, WLAN PASS);
     while (WiFi.status() != WL_CONNECTED) {
       delay(500);
       Serial.print(".");
     }
     Serial.println();
     Serial.println("WiFi connected");
     Serial.println("IP address:"); Serial.println(WiFi.localIP());
     // Setup MQTT subscription for ledBrightness feed.
     mqtt.subscribe(&ledBrightness);
   }
   void loop() {
     // Ensure the connection to the MQTT server is alive (this will make the first
```

```
// connection and automatically reconnect when disconnected). See the MQTT_connect
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// function definition further below.
                                                                    Add Project
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     MQTT_connect():
//\ Platforms (/explore)
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     // this is our 'wait for incoming subscription packets' busy subloop
     // try to spend your time here
     Adafruit_MQTT_Subscribe *subscription;
     while ((subscription = mqtt.readSubscription(200))) {
        if (subscription == &ledBrightness) {
          Serial.print(F("Got LED Brightness:"));
          ledBrightValue = atoi((char *)ledBrightness.lastread);
          Serial.println(ledBrightValue);
          analogWrite(ledPin, ledBrightValue);
        }
     }
     // Now we can publish stuff!
     uint16_t AdcValue = analogRead(A0);
     if((AdcValue > (potAdcValue + 7)) || (AdcValue < (potAdcValue - 7))){</pre>
        potAdcValue = AdcValue;
        Serial.print(F("Sending pot val"));
        Serial.print(potAdcValue);
        Serial.print("...");
        if (! potValue.publish(potAdcValue)) {
          Serial.println(F("Failed"));
        } else {
          Serial.println(F("OK!"));
        }
     }
     // ping the server to keep the mgtt connection alive
     // NOT required if you are publishing once every KEEPALIVE seconds
     /*
    if(! mqtt.ping()) {
     mqtt.disconnect();
    }
    */
   }
   // Function to connect and reconnect as necessary to the MQTT server.
   // Should be called in the loop function and it will take care if connecting.
   void MQTT_connect() {
     int8_t ret;
     // Stop if already connected.
```

# Source Code ElectronicWings

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Down Poladf of 17487 (/ explore) d/at lacojects at 10-17-19-20-08. NodeMCU\_Adafruit\_MQTT\_IO.zip) (/projects) Contest (/contest2020)

#### Comments

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embedprochd

(/users/embedprochd/profile) 2019-11-03 19:59:12

my led is not dimming but the pot value is shown on cell phone and comport. But by sliding bar on phone led does not glow.

Reply Like



muhammedimdaad16

(/users/muhammedimdaad16/profile) 2020-07-08 21:11:11

You have to make a feed for subscription

Reply Like



embedprochd

(/users/embedprochd/profile) 2019-11-03 19:59:34

please reply soon

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```
if (mqtt.connected()) {
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       return;
                                                                                  (/login#login)
     }
(/)
                Platforms (/explore) Projects
     Serial.print(Connecting to MQT1...);
     uint8_t retries = 3;
     while ((ret = mqtt.connect()) != 0) { // connect will return 0 for connected
           Serial.println(mqtt.connectErrorString(ret));
           Serial.println("Retrying MQTT connection in 5 seconds...");
           mqtt.disconnect();
           delay(5000); // wait 5 seconds
           retries--;
           if (retries == 0) {
             // basically die and wait for WDT to reset me
             while (1);
           }
     }
     Serial.println("MQTT Connected!");
   }
```

### Video

